Over, Under, 7's Algorithm

1 Player (User) and Two Dice (6 Sides Each)

1. Dice Matrices are Loaded

2. Instructions are shown on screen

3. User is asked to continue

4. User Inputs continue

5. User is asked to place a bet of a value less than their total money

6. User is asked to guess what the roll outcome will be (Dice Sum to Over Seven, Dice Sum to Under Seven, Dice Sum Equaling Seven)

7. If the user correctly guesses the roll outcome, they are awarded money corresponding to what they bet (winning the money they bet for over and under, and getting three times their bet for seven)

8. If the user incorrectly guesses, they lose the money they bet

9. If the user still has money left to bet, the next turn ensues, and they are asked to bet and guess again

10. The user can choose to leave the game once they get tired of playing or the game will be over if the user runs out of money